



ReadMe for: DM-((NBK))-FusionFacility []
Unreal Tournament 2004
Release Date: Saturday, Sep 20, 2008

Title: DM-((NBK))-FusionFacility[]

Filename: DM-((NBK))-FusionFacility.rar
Version: Final

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Comments: I would like to thank all of my Clan Mates for being a close family. I would like to thank Count Shokula for all of his help all the time when he has it.

All of the mappers at Unreal Playground, Beyond Unreal for the longlasting comunity of support.

Other Levels By Author: 2 many to name 20 or so UT 99 maps and 6 UT 2k3 maps 7 2k4 maps.

Play Information

Game: Unreal Tournament 2004

Level Name: DM-((NBK))-FusionFacility[]

Game Type: UTDM

Botmatch: Yes

Single Player: No

Teampay: No

Difficulty Settings: Only For Bots

New Textures: No

New Sounds: No

New Music: No

Mods: No

Mutators: No

Construction

Base: Original Map

Build Time: longtime

Recommended # of Players: 2-15

Editor(s) Used: UnrealEd 3.0

Known Bugs: were fixed, missing sound pack deleted and botpathing fixed

Inventory:

Weapons: Flak Cannon, Sniper Rifle, Pulse Blaster, GES Bio Rifle, Minigun, ASMD Shock Rifle, Rocket Launcher

Armor and PowerUps: Health Packs, Shield Belt, Health Vials, Damage Amplifier, Keg O' Health

Mods:

Installation

Unzip the DM-HC-Bachelor pad-2K4-Dx *.unr file in your Unreal Tournament2004/Maps directory, then either doubleclick on it, or type 'open DM-((NBK))-FusionFacility[]' in the console or select the Map in a Botmatch or an Internet game.

*.unr files go in Maps/

*.utx files go in Textures/

*.ogg files go in Music/

*.uax files go in Sounds/

*.u and *.int files go in System/

*.usx files go in StaticMeshes/

Folders

Extended Description

None

Author's Notes

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